

## **SPECIFICATION AMENDMENTS**

Please amend the paragraph that begins on page 20, line 3, as follows:

The input to this assignment algorithm can be a map (such as Table 4 of Fig. 10) with the agents as key, and with each agent being associated with a listing of discoverable entities that can be covered by the agent together with a cost value associated with the agent covering each entity. The cost value reflects the fact that there may be differences in the cost of data collection for different agents seeking to obtain discovery of the same entity. For example, an agent implementing ED/FI statistics gathering can query the local ports via an HBA call but must issue ELS commands across the data storage network to get information for ports in other systems. Another costing function that may be applicable is the commonly used FSPF (Fabric Shortest Path First) algorithm. The concept of cost evaluation may also include the notion of scope, which as described above refers to the amount of information that an agent can discover (e.g., full or partial topology, number of parameters, etc.).

Please amend the paragraph that begins on page 12, line 19, as follows:

Figs. 5, 6A and 6B illustrate how intelligent discovery can be used to obtain information about the data storage network of Fig. 4, using the network manager 76 and a subset of Agents 1, Agent 2 and Agent 3. Fig. 5 is a flow diagram illustrating an example of how such intelligent discovery can be performed. Figs. 6A and 6B are tables respectively showing the discovery capabilities and discovery assignments for each Agent. In a first step 90 of Fig. 5, the information gathering capabilities of all agents are determined (e.g., what blocks of information can be gathered by which agents). One way that agent capabilities can be determined is through capability polling, as explained in more detail below. As

shown in Table 1 of Fig. 6A, Agent 1 is determined to be capable of discovering information about Switch A and devices connected thereto, Agent 3 is determined to be capable of discovering information about Switch B and devices connected thereto, and Agent 2 is determined to be capable of discovering information about both switches and their connected devices. In step 92 of Fig. 5, the agent assignments are computed. As shown in Table 2 of Fig. 6B, Agent 1 is assigned discovery for Switch A, Agent 2 is assigned discovery for Switch B, and Agent 3 is given no discovery assignment. In step 94 of Fig. 5, the assignments are provided to the agents. In step 96 of Fig. 5, which may be performed subsequent to or in conjunction with step 94, the network manager 76 issues a discovery poll and Agents 1 and 2 perform network discovery according to their assignments. Events that can trigger a ~~discover~~discovery poll may include any one or more of the following: 1) startup; 2) poll request; 3) scheduled interval; 4) network event received; 5) change in agent capability reported; or 6) agent unable to perform assigned discovery. In step 98 of Fig. 5, the discovered information is returned to the network manager 76 and processed.